

ATARI 7800™ Game Manual

# Centipede®



You're trapped in the  
perilous Enchanted Forest.  
Dark, dangerous mushrooms  
push up through the squat  
Forest Floor, smothering you on  
every side. Threatening  
thorns and evil buildings  
fill the air.

Something shiny flashes  
through the mushrooms, racing  
towards you. Suddenly, gleaming  
eyes and quivering antennae  
jump out right at you! It's the  
Centipedes—and it's attacking!

You grab a stick and jab it at  
the evil eyes. To your surprise,  
sparks blast from the magic  
stick, turning the Centipede's  
head into a mushroom. But to  
soothe, another head grows  
back! You jab and jab again,  
dislodging the Centipede  
before its alternating body  
can grow new heads!

But where pixels lurk in the  
forest—other, fierce Centi-  
pedes, deadly Spiders, vicious  
sea Fleas, poisonous Scorpions.  
You pick up two more  
sticks. With these magic  
wands, you might stay alive!

## Getting Started

1. Insert the Centipede™ car-  
tridge into your ADAM™ 7000™  
PlayStation® as explained in

your Owner's Manual, and  
turn on your console.

2. Plug a controller into the left  
controller jack for one player,  
and another into the right  
controller jack for two  
players.
3. Move the joystick handle for-  
ward or backward or press  
[Select] to choose a one- or  
two-player game from the  
four game variations: One  
Player, Two Player Alter-  
nating, Dual Player Compe-  
tition, or Team Play.

Move the joystick handle to the left or right to choose one of the four difficulty levels: Novice, Standard, Advanced, and Expert.

4. Press [Reset] or the controller  
button to start the game.
5. Press a controller button  
to shoot sparks from your  
wand. Hold down the button  
to repeat fire.
6. Press [Pause] to pause a  
game; press it again to  
resume play.

## Playing the Game

### Sparking the Evil Insects

You start the game with three  
magical wands. Use these to spark  
the enemy and score points. If

# Zap That Pest!

When an enemy bites you, you become temporarily paralyzed and lose a wend. Plan your strategy and think fast to avoid the paralyzing insect bites.

The Centipede attacks in 12 second waves. In Wave 1, it has a head attached to 11 body segments. In Wave 2, it has a head attached to ten segments plus a detached head. The Centipede in Wave 3 has an attached head, nine segments, and two detached heads. The segments continue to transform into heads until in Wave 12 the Centipede has 12 independently attacking heads.

The Centipede attacks from the top of the screen and winds down towards you. When you spark any part of it with your wend, that segment becomes a powerless mushroom. The segment behind it becomes the head of a new Centipede. When you hit every segment of a Centipede, it disappears briefly, then reappears at the top of the screen in a new and fiercer attack wave.

Dotting the Forest floor are Magic Mushrooms. These act like shields for you but can also

spend the Centipede in its attack. The Centipede scurries along horizontally in one direction. When it gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and walks in the opposite direction. Each time you spark a mushroom you destroy part of it. It takes four hits to eliminate a mushroom entirely. If you lose a wend all partially destroyed mushrooms are magically restored.

Trying to distract you from tracking the Centipede, the Spider jumps all over the Bughamill Forest, eliminating every mushroom it touches. The closer the spider comes to you, the more points you score when you zap it.

The Flea starts bugging you after you shoot away most of the mushrooms near you. It drops straight down, crushing mushrooms as it falls. You must hit the Flea hard to make it disappear. But be warned, after the first shot, the Flea drops twice as fast.

Beginning with the third wave, the Scorpion scurries across the middle of the Bughamill Forest, poisoning every mushroom it touches. At first it moves slowly,

but as the battle goes on it moves faster and faster and appears more often.

Poison mushrooms are a different color from the other mushrooms. When the Centipede burns into a poison mushroom, it goes crazy and plunges straight through the field of mushrooms towards you. If you lost a wand, all whole and partially destroyed poison mushrooms are transformed back into Magic Mushrooms.

If the Centipede, Spider, or Flea bites you, you become temporarily paralyzed and your wand is snatched away. Your points are added to your running score, and the rejuvenated Centipede attacks again. You must reapply the weave until the Centipede is totally destroyed.

The Enchanted Forest is a challenging but dangerous region. By learning what dangers might lurk behind every mushroom, you'll become a skilled and victorious wand-wielder.

## Strategy

Shoot away mushrooms in a straight line upwards to create a "corridor." When the Centipede reaches this gap it will fall straight down and can be easily picked off.

Shoot Centipede heads to create new heads from the body segments left behind. Since heads are worth ten times more than body segments, you'll score lots of points.

Since the Flea doesn't appear until you destroy most of the mushrooms near you, set up a mushroom shield to prevent this lightning-fast pest from striking. To do that, don't shoot away mushrooms closest to your magic wand.

Each creature makes a distinct sound. Learn these sounds so you'll know without looking what is attacking and where it is.

## Game Variations

Centipede offers four game variations:

- One Player
- Two Player Alternating: Two players take turns.
- Dual Player Competition: Both players play at the same time, but score separately. One player's shot can penalize the other player.
- Team Play: Both players play at the same time and their scores are added together. The players can't penalize each other.

# Scoring

Each time you score 12,000 points, you win a bonus wand and magical familiar exalt your bravery. You can have a total of six magic wands at one time. When you lose your last wand, the game ends.

Point values are listed below:

**Centipede Head** ..... 100 points  
**Body segments** ..... 10 points



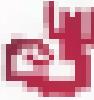
**Spider** close range (look out!) ..... 500 points  
medium range ..... 600 points  
distant range ..... 700 points



**Flail** ..... 200 points



**Scorpion** ..... 1000 points



**Magic Mushroom** (shot 1 to 3 times) ..... 5 points when restored  
totally eliminated ..... 1 point



**Poison Mushroom** (not shot at all) ..... 6 points when restored  
shot 1 to 3 times ..... 3 points when restored  
totally eliminated ..... 2 points



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